



GAME DESIGN ACTIVITY

HERITAGE AND MODULAR DESIGN

(PREVIOUS ACTIVITY ADD-ON)

JUAN MANUEL RUIZ CULIÁÑEZ  @JUANMACOLIBRI



 Bethesda  @BETHESDA

-APRIL 2021-



 Bethesda™

INDEX

* THIS IS A NON-OFFICIAL GAME DESIGN ACTIVITY MADE BY AN OUTSIDER.
DOOM ETERNAL IS PROPERTY OF ID SOFTWARE AND BETHESDA.

1. INTRODUCTION



► WHAT IS HERITAGE?

► WHAT IS MODULAR DESIGN?.

2. HERITAGE



► HERITAGE IN FIREARMS.

► HERITAGE IN ENEMIES.

3. MODULAR DESIGN



► OBJECTIVE.

► NEW LEVEL DESIGN (CONCEPT).

► PLAYER'S PATH.

INTRODUCTION

* THIS IS A NON-OFFICIAL GAME DESIGN ACTIVITY MADE BY AN OUTSIDER.
DOOM ETERNAL IS PROPERTY OF ID SOFTWARE AND BETHESDA.

WHAT IS HERITAGE?

ABILITY TO ADAPT & EVOLVE

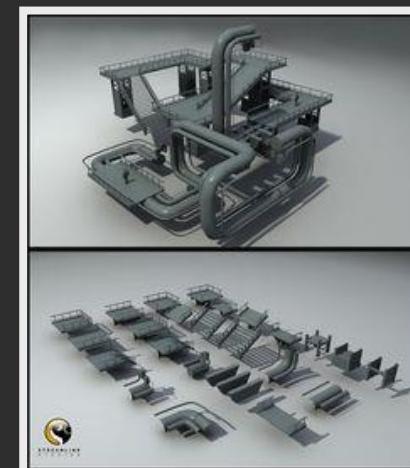
- ▶ TAKE PROFIT OF EXISTENT CONTENT.
- ▶ CREATION OF NEW VARIATIONS.
- ▶ "EASY" TO MODIFY.



WHAT IS MODULAR DESIGN?

"NEW DIMENSION" OF TILEMAPS

- ▶ CREATION OF "ASSETS" (MODULES) TO PERFORM A SCENARIO.
- ▶ MORE EFFICIENT.
- ▶ DIFFERENT COMPLEXITY LEVELS.



HERITAGE

HERITAGE IN FIREARMS

TYPES OF STANDARD WEAPONS

► SHELLS. 



COMBAT SHOTGUN

► BULLETS. 



HEAVY CANNON

► CELLS. 



PLASMA RIFLE

► ROCKETS. 



ROCKET LAUNCHER



SUPER SHOTGUN



CHAINGUN



BALLISTA



BFG 9000



UNMAKYR

* THIS IS A NON-OFFICIAL GAME DESIGN ACTIVITY MADE BY AN OUTSIDER.
DOOM ETERNAL IS PROPERTY OF ID SOFTWARE AND BETHESDA.

HERITAGE

HERITAGE IN FIREARMS

SPECIAL WEAPONS

► CHAINSAW.

(GAS AMMO)



► PISTOL.

(INFINITE AMMO)



► THE CRUCIBLE.

(CHARGES / ENERGY)



► DOOMBLADE.

(DYING ENEMIES)



► MEAT HOOK.

(COOLDOWN)



* THIS IS A NON-OFFICIAL GAME DESIGN ACTIVITY MADE BY AN OUTSIDER.
DOOM ETERNAL IS PROPERTY OF ID SOFTWARE AND BETHESDA.

HERITAGE

HERITAGE IN FIREARMS

STANDARD WEAPONS MODIFICATIONS (EXAMPLE)

► HEAVY CANNON.



BULLETS

→ SECONDARY
MODES

* THIS IS A NON-OFFICIAL GAME DESIGN ACTIVITY MADE BY AN OUTSIDER.
DOOM ETERNAL IS PROPERTY OF ID SOFTWARE AND BETHESDA.

1 - "PRECISION BOLT".



- SNIPER MODE.
- POWERFUL SHOT.
- HIGHER AMMO CONSUMPTION.

2 - "MICRO MISSILES".



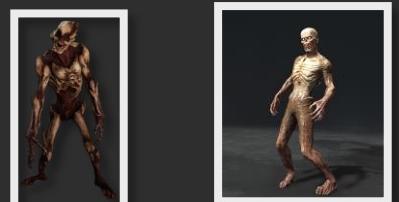
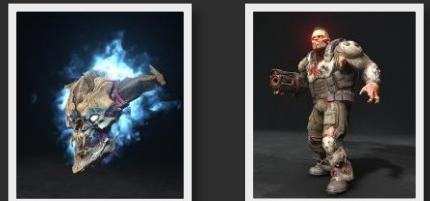
- SMALL MISSILE GROUP.
- ADJUSTABLE QUANTITY.
- HIGHER AMMO CONSUMPTION.

HERITAGE

HERITAGE IN ENEMIES

ENEMY ORGANIZATION

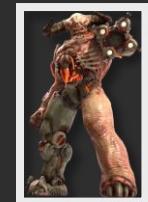
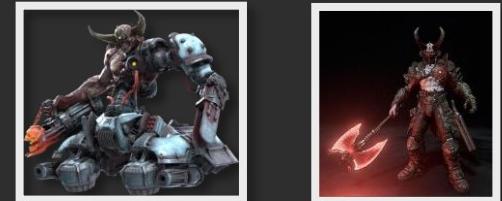
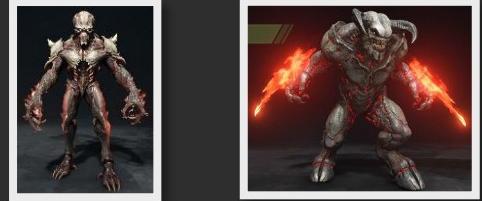
► “FODDER” GROUP.



► “HEAVY” GROUP.



► “SUPER HEAVY” GROUP.



* THIS IS A NON-OFFICIAL GAME DESIGN ACTIVITY MADE BY AN OUTSIDER.
DOOM ETERNAL IS PROPERTY OF ID SOFTWARE AND BETHESDA.

HERITAGE

HERITAGE IN ENEMIES

HIERARCHY OF HERITAGE

1- HELL KNIGHT.

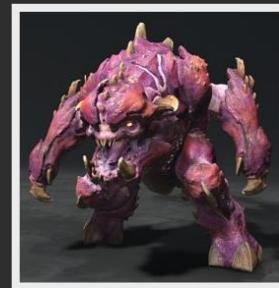
(BASE ENEMY)



- ▶ RUSH DOWN.
- ▶ PUNCHES.
- ▶ AREA ATTACK.

2- PINKY.

(HERITAGE LVL #1)



3- SPECTRE.

(HERITAGE LVL #1)



- ▶ RUSH DOWN.
- ▶ MORE RESISTANT.
- ▶ VISIBLE WEAK POINTS.

4- DREAD KNIGHT.

(HERITAGE LVL #2)



- ▶ RUSH DOWN.
- ▶ AREA ATTACK.
- ▶ LONG DISTANCE ATTACK.

5- FIREBORNE BARON.

(HERITAGE LVL #2)



- ▶ RELENTLESS.
- ▶ AREA ATTACK.
- ▶ LONG DISTANCE ATTACK.

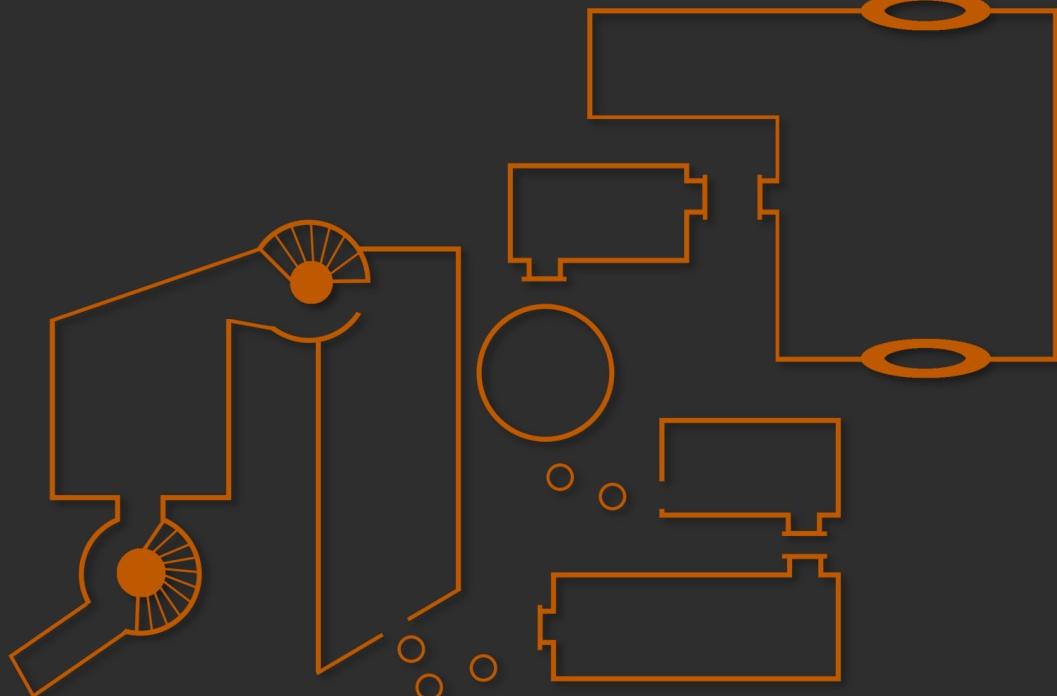
* THIS IS A NON-OFFICIAL GAME DESIGN ACTIVITY MADE BY AN OUTSIDER.
DOOM ETERNAL IS PROPERTY OF ID SOFTWARE AND BETHESDA.

MODULAR DESIGN

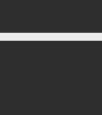
* THIS IS A NON-OFFICIAL GAME DESIGN ACTIVITY MADE BY AN OUTSIDER.
DOOM ETERNAL IS PROPERTY OF ID SOFTWARE AND BETHESDA.

OBJECTIVE: CREATING A NEW BASIC LEVEL MAP

SET MODULES BASED ON THE PREVIOUS LEVEL DESIGN ACTIVITY



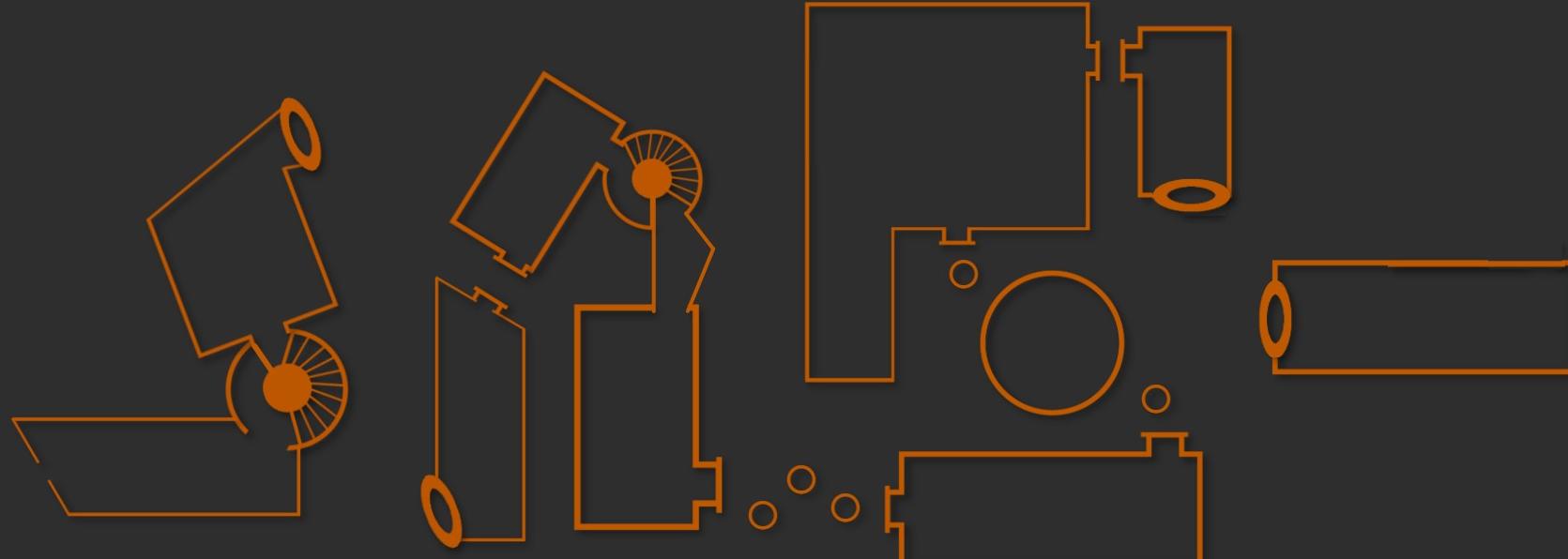
(EXISTING LEVEL)

- STAIRS.  (CIRCULAR PLATFORM)
- PLATFORMS.  (GRIP WALL)
- ROOMS. 
- PORTALS.

MODULAR DESIGN

NEW LEVEL DESIGN (CONCEPT)

* THIS IS A NON-OFFICIAL GAME DESIGN ACTIVITY MADE BY AN OUTSIDER.
DOOM ETERNAL IS PROPERTY OF ID SOFTWARE AND BETHESDA.



(NEW LEVEL)

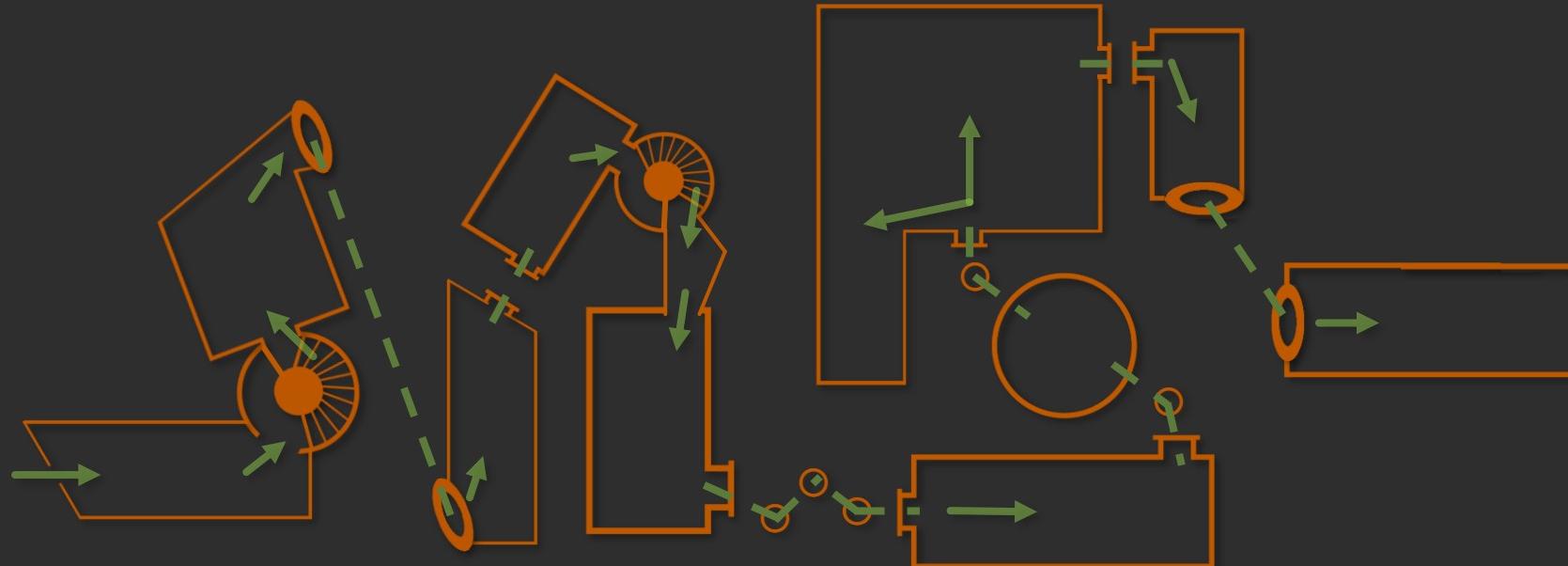
SUMMARY

- x2 STAIRS.
- x13 PLATFORMS.
- x10 ROOMS.
- x2 PORTALS (PAIRS).

MODULAR DESIGN

* THIS IS A NON-OFFICIAL GAME DESIGN ACTIVITY MADE BY AN OUTSIDER.
DOOM ETERNAL IS PROPERTY OF ID SOFTWARE AND BETHESDA.

NEW LEVEL DESIGN (PLAYER'S PATH)



THANKS!

- JUAN MANUEL RUIZ (@JUANMACOLIBRI) [!\[\]\(a39636745ae2c9bb4ff44083d5ffa505_img.jpg\)](#) [!\[\]\(1adc461d7b2a9f070128872c4c34d7ac_img.jpg\)](#)
-  (@IDSOFTWARE) [!\[\]\(5c5ecfaf7dda6aa0baaaff025e4c3f6a_img.jpg\)](#)
-  (@BETHESDA) [!\[\]\(9561f1959ca537f1f22f786d569837fc_img.jpg\)](#)



* THIS IS A NON-OFFICIAL GAME DESIGN ACTIVITY MADE BY AN OUTSIDER.
DOOM ETERNAL IS PROPERTY OF ID SOFTWARE AND BETHESDA.